

PLAY AROUND

Instructions



JUNGLE FEVER™

1. Follow the separate directions for selecting the correct game on your Playaround™ 2-in-1 Cartridge.
2. With the power off insert cartridge into game console.
3. Connect the left joystick. When playing hold the joystick with the red button at the upper left.
4. Turn power ON. If no picture, check your game and TV connections and then repeat steps 1, 2 and 3. If everything is OK then push reset or the fire button on the joystick to begin the game.

GAME PLAY

The object of this game is to rescue the man from the flaming pyre by maneuvering the helicopter with the joystick and by pressing the fire button, putting out the flames with our heroine's fire extinguisher. At the same time, you must avoid getting hit by the rocks being thrown at you by the bad guys. And you must avoid running out of fuel.

Once the flames are low enough, our man will start bobbing his head up and down, and by moving the helicopter so that our heroine's within his reach, he'll grab hold of him, and by maneuvering the helicopter aloft, the two will fly off on a trip around the world.

You have three (3) turns per game. Moving the joystick left, right, up or down will result in the corresponding movement of the helicopter.

If you squirt either of the bad guys, he will become temporarily disabled and stop throwing rocks.

However, if you take too long or squirt the man by mistake, he'll be consumed by the flames and you'll have to start putting out the flames all over again.

If you get hit by a rock or run out of fuel (fuel level is indicated by a horizontal line up in the scoreboard at the top of the screen) you lose one of your three turns. Remaining turns are indicated by the left hand number at the top, and the number of successful rescues are shown on the right. A successful rescue will also result in a fuel refill.

Once a rescue has been accomplished, the screen graphic will change and by moving the joystick up and down, you will enjoy a heroine's favorite reward.

You can freeze the play at any time by moving the B/W—Color switch to the "B/W" position. To resume play, return it to the "Color" position.

DIFFICULTY

There are four (4) difficulty levels. Use the game select switch to choose. The higher the number, the faster the rocks fly, the faster you use fuel, and the faster he will be consumed by flames. With the "Difficulty" switch in the "expert" position, you must have better aim when you try to pick up the man, after his head starts bobbing.

AFTER PLAY

The world of adult electronic video games is a most exciting concept. Consenting computer images stimulate, sharpen the reflexes and challenge the competitive urge.

Until recently video games have been considered by many to be "child's play" and were marketed as such. Playaround™ 2-in-1 Games are for adults only (so you don't have to compare your score with your kids).

We have designed our "Adult" games to be fun, challenging, entertaining, satisfying and naughty. Our own team of design engineers has developed a line of games that don't just stop at "Adult," but push your video game console to the limit. You'll see graphics of a quality that you probably have never seen before. You'll hear music and sound effects where you've come to expect only an occasional "bleep" "bleep."

It is our desire to provide you with not only the finest in adult video games, but with a level of quality—playability, graphics, effects, challenge and humor—rarely found in any video game—adult or not. We want you to laugh, smile a lot, have a challenge and enjoy!

PLAYAROUND™ VIDEO GAME CARTRIDGE LIMITED SIX MONTH WARRANTY

Playaround™ warrants to the original retail purchaser of this video game cartridge that it will be free from defects in materials and workmanship for a period of six (6) months from the date of purchase. Playaround™ agrees to either repair or replace, at its option, free of charge, any cartridge discovered to be defective within the warranty period upon receipt of the cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Playaround™ and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if resulting from mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation of claims of any nature shall be binding on or obligate Playaround™. ANY IMPLIED WARRANTIES APPLICABLE TO THIS CARTRIDGE ARE LIMITED TO THE SIX (6) MONTHS PERIOD DESCRIBED ABOVE. IN NO EVENT WILL PLAYAROUND™ BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS CARTRIDGE.

Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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